

```
1  #ifndef PLACEABLEACTOR_H
2  #define PLACEABLEACTOR_H
3
4  constexpr int kGreenColour = 10;
5  constexpr int kGreenColourSolid = 34;
6  constexpr int kRedColour = 12;
7  constexpr int kRedColourSolid = 14;
8  constexpr int kBlueColour = 9;
9  constexpr int kBlueColourSolid = 153;
10 constexpr int kRegularColour = 7;
11 #include "Point.h"
12
13 class PlaceableActor
14 {
15 public:
16     PlaceableActor(int x, int y, int colour = kRegularColour);
17     virtual ~PlaceableActor();
18
19     int GetXPosition();
20     int GetYPosition();
21     int* GetXPositionPointer();
22     int* GetYPositionPointer();
23     void SetXYPosition(int x, int y);
24
25     int GetColour() { return m_colour; }
26
27     void Remove() { m_IsActive = false; }
28     bool IsActive() { return m_IsActive; }
29     void Place(int x, int y);
30
31     virtual void Draw() = 0;
32     virtual void Update() // some placeable actors will not need to update themselves
33     {
34
35     }
36
37 protected:
38     Point* m_pPosition;
39     bool m_IsActive;
40     int m_colour;
41
42 };
43
44 #endif
```